OUR NAME GUARANTEES A GREAT GAME.

TRADEWEST

P.O. BOX 2097, Corsicana, TX 75151

© 1989 TRADEWEST, INC.

Ivan "Ironman" Stewart's Super Off-Road™ is licensed to Tradewest, Inc. by the Leland Corporation, one of the world's leading U.S.-based coin-operated games manufacturers. Championship Off-Road Race Truck Driven by Ivan "Ironman" Stewart.®™

PRINTED IN JAPAN

NES-WU-USA

Instruction Manual

Ivan "Ironman" Stewart's SUPER OFF ROAD™

4 FOUR PLAYER GAME

TRADEWEST

Start Your Engines!

Thank you for purchasing Ivan "Ironman" Stewart's® Super Off-Road™ from Tradewest for your Nintendo Entertainment System® For maximum enjoyment, please read this Instruction Manual thoroughly before playing.

LICENSED BY NINTENDO® FOR PLAY ON THE

Nintendo ENTERTAINMENT SYSTEM®

THIS GAME IS LICENSED BY NINTENDO FOR PLAY ON THE NINTENDO ENTERTAINMENT SYSTEM®

Official Nintendo Seal of Quality ®

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Contents

Super Off-Road 2
Four Player Simultaneous Racing 3
Using the Control Unit 4
The Scoreboard 5
The Speed Shop 6
Two Ways To Win! 8
Hot Tips! 10
Other All-Stars From Tradewest 11
Compliance with FCC Regulations 12
Limited Warranty 13

Precautions

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.

2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.

3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

4) Always turn the power off before inserting or removing the cassette from the Nintendo Entertainment System.

Ivan "Ironman" Stewart's

SUPER OFF ROAD™

Tear Up The Road!

Grab the wheel and hit the gas! Based on the #1 arcade game, Ivan "Ironman" Stewart's Super Off-Road is an all-out dirt-grinding race. Watch out for the mud holes, jumps and other obstacles on 8 different stadium tracks and 16 configurations. Trade-in cash prizes for racetruck accessories at the Speed Shop and improve your chances for victory. From match-offs to spin-outs, Super Off-Road is as close to genuine short-course racing as you can get.

Main Menu
Controlled by PLAYER-ONE. Press SELECT within eight seconds, or the game will Auto-Play a demonstration game. PRESS START TO BEGIN.

Name Input Menu
Select player names using the A-B, SELECT, or START BUTTONS. When the name is entered, move cursor to FINISH and press any key.

Country Selection Page
Move the colored cursor to the flag of your choice. Press START to select.

Four Player Simultaneous Racing

For the first time ever, four player simultaneous racing is possible on your Nintendo Entertainment System. If you purchase the optional NES Satellite,™ four controllers can be used at once, allowing up to four players to race simultaneously. Without this interface, you can have only one or two player races.

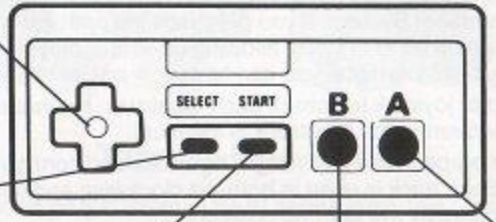
Use a control pad or joystick to control each racetruck. No matter which controller you choose, maneuvering the racetruck is identical.

During a race, be prepared for anything! The tracks and configurations appear in a specific order. Each track is used in both the clockwise and counterclockwise direction, as indicated by the starting position.

The race ends when one of the players completes four laps and crosses the finish line. This player is the winner.

NOTE: When playing Super Off-Road, there will always be four racetrucks on the track. Any racetruck that is not being driven by a player will Auto-Race.

Using The Control Unit



Control Pad
Moves the cursor
Steers your racetruck

Select
Chooses the option indicated by the cursor

Start Button
Pauses the action

B Button
Injects nitro fuel for extra speed

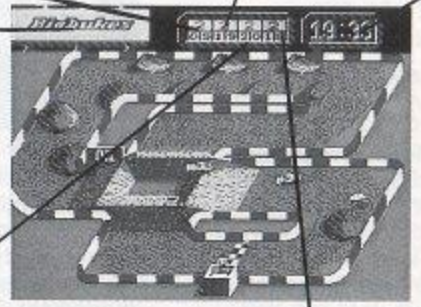
A Button
Accelerates your racetruck

When your car is stopped, press the A BUTTON. This is your accelerator. It will accelerate your racetruck to its top speed and keep it there until you release the A BUTTON.

Every time you press the B BUTTON, one nitro unit is used. But don't forget to continue to press the accelerator (the A BUTTON) while using a nitro boost.

NOTE: To restart the game, press RESET on the Nintendo control unit.

The Scoreboard



Current Lap — Player 1
Nitro Fuel Remaining — Player 1

Current Lap — Player 2
Nitro Fuel Remaining — Player 2

Clock — Time used

Track in play

Current Lap — Player 3
Nitro Fuel Remaining — Player 3

Current Lap — Player 4
Nitro Fuel Remaining — Player 4

NOTE: Your stats will appear in the box that is the same color as your racetruck.

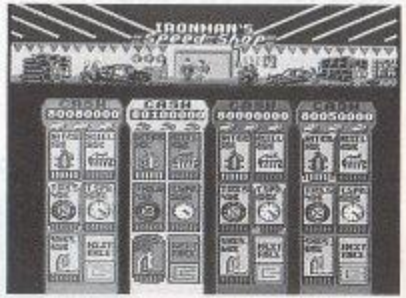
The Speed Shop

At the Speed Shop, you can purchase accessories with your winnings in order to tune-up your racetruck.

When you start a game, no player has any money, though all players have 3 lives.

If you win a race you gain a life (up to a maximum of 3). If you come in 4th place then you lose a life. If you come in 4th and lose your *last* life you will be asked, after the Awards Screen, if you want to continue racing or retire. If you elect to retire then you are out of the game. If you continue, then your racetruck will retain any accessories that were bought for it. You will be given 3 more lives but you lose all cash and points.

Note: After race #20 you will not be allowed to restart once all your lives are gone.



The game is in two sections, the Qualification rounds and the Tournament. The Qualification rounds are the first 14 races, and gives each player a chance to buy accessories before the Tournament. The Tournament starts at race No. 15. If a player loses all of his lives in the Tournament, he will not be allowed to continue playing.

There are 5 accessories you can buy for your racetruck:

NITRO FUEL UNITS	**$10,000 EACH**	*(UP TO 99)*
TIRES	**$40,000 EACH**	*(UP TO 6)*
SHOCKS	**$60,000 EACH**	*(UP TO 6)*
ACCELERATION	**$80,000 EACH**	*(UP TO 6)*
TOP SPEED	**$100,000 EACH**	*(UP TO 6)*

If you try to buy an item you cannot afford, you will enter the "Wait To Race" mode.

Nitro fuel will give you an extra boost of speed over your normal top speed.

By buying better tires, you can increase the grip on the ground and decrease the amount of skid. By buying more shocks accessories, the car will bounce less, allowing you to take tighter corners at higher speeds.

The Top Speed accessory will noticeably increase the normal driving speed of your racetruck. By buying the Acceleration accessory, your racetruck will accelerate to its top speed more quickly.

The Speed Shop contains 4 menus, one for each racer. Each menu displays the racer's accumulated money, remaining lives, the 5 accessories, and the next track. To buy an accessory, move the cursor over your choice, then press SELECT. When you're done buying accessories, move the cursor over NEXT RACE and press SELECT. The race will begin.

Two Ways To Win!

With Super Off-Road, you can win prize money two ways: track bonuses and final position.

Track Bonuses

To win extra money, try to hit the bonus targets on the track with your racetruck. Bonuses range from $10,000 to $40,000.

Nitro canisters can also be collected and start as 1 extra and increase up to 5 extra.

Final Position

You also receive winnings for your racetruck's position at the end of the race.

WINNINGS
1ST PLACE — $150,000
2ND PLACE — $130,000
3RD PLACE — $110,000
4TH PLACE — $100,000

At the end of a race, each player is awarded points that are separate from the cash score. You receive (1) point for every $1,000 dollars that you win during a race. Points accumulate as races are played and are entered on the High Score Table when the game is over.

Any player beaten by a computer controlled racetruck will have their winnings reduced by $30,000.

Hot Tips!

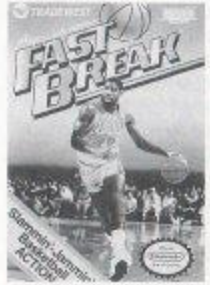
- Get ahead of the pack! At the start of a race, use nitro boosts to move in front of the other drivers.

- Buy as much nitro fuel as you can! If you use your nitro boosts correctly, you can multiply your speed by as much as 3 times.
- Avoid puddles and mud holes! They can slow down your racetruck, and even cause a crash.
- Watch for collisions! If you're not careful, your racetruck will crash into a barrier or another car and be destroyed.

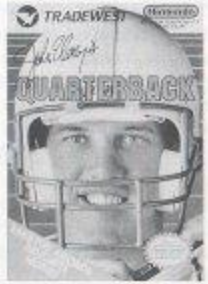
Now Get Ready To Race!

Other All-Stars From Tradewest

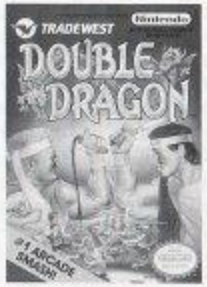
From tipoffs to kickoffs, from fights to fantasies, Tradewest puts you in the action!



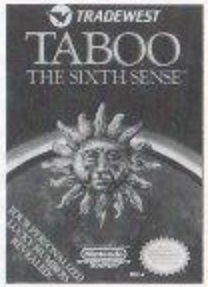
Slam dunk like the pro's! Magic Johnson's FAST BREAK™ is slammin' jammin' basketball action for up to 4 players!



Be an All-Pro hero! John Elway's QUARTERBACK™ is the ultimate gridiron battle!



Face the Ninja Dragons! DOUBLE DRAGON™ is the fight of your life!



Become a modern-day prophet! TABOO THE SIXTH SENSE™ is the mysterious video game that predicts the future. It even knows your lucky lottery numbers!

Magic Johnson's Fast Break™ ©Virgin Mastertronic International, Inc., licensed to Tradewest, Inc. by Virgin Mastertronic International, Inc. John Elway's Quarterback™ is licensed to Tradewest, Inc. by the Leland Corporation, one of the world's leading U.S.-based coin-operated games manufacturers. Double Dragon™ licensed to Tradewest, Inc. by Technos Japan. Taboo The Sixth Sense™ ©Rare, LTD, licensed to Tradewest, Inc. by Rare Coin it, Inc.

OUR NAME GUARANTEES A GREAT GAME.
TRADEWEST

©1988 TRADEWEST, INC. NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

Compliance With FCC Regulations

This equipment generates and uses radio frequency energy and if not used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C., 20402, Stock No. 004-000-00345-4.

Limited Warranty

Tradewest, Inc. warrants to the original purchaser of this Tradewest software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Tradewest software program is sold "as is," without express or implied warranty of any kind, and Tradewest is not liable for any losses or damages of any kind resulting from use of this program. Tradewest agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Tradewest software product, postage paid, with proof of date of purchase, at its Factor Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Tradewest software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TRADEWEST. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TRADEWEST BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TRADEWEST SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

TRADEWEST P.O. Box 2097, Corsicana, TX 75151